

5x5 TOURNAMENT RULES & REGULATIONS

Updated February 2021



1. All divisions are GRADE BASED. Hoop Dreams Nation (HDN) reserves the right to combine divisions, or make exceptions when necessary and beneficial to all teams. **Our first priority is providing maximum court time and best competition level for ALL athletes. Crafting our divisions to ensure *best competition* is our number one priority.**
2. CHSAA Regulation High School Activities Association rules, including bench decorum (1 Head Coach) will be followed with the following exceptions:
 - a. **TIME:** 20 minute running clock except for the last 2 minutes of EACH half, unless one team is ahead by 15 points or more in the second half ONLY. In addition, the clock will stop on all technical fouls. Clock does not restart until it would in a normal dead ball situation.
 - b. **PRESS RULE:** Teams are not allowed to press over half court with a 20 point or more lead. The first violation will be a warning, if it continues a technical foul may be assessed to the bench if the officials deem it intentional.
 - c. **TIME-OUTS:** 4 full timeouts per game which can be used at any point in the game. One additional timeout will be granted for each overtime period (timeouts remaining from regulation carry over).
 - d. **OVERTIMES:** 2 minutes in length with regular stop clock operation. 1 additional time-out for each overtime. Sudden death may only be used if games are running behind, at the discretion of the Tournament Director or Site Supervisor.
 - e. **SCOREKEEPERS:** Each team needs to provide a clock operator or scorekeeper for each game who is 16 years or older.
 - f. 1st-6th grade boys will use a 28.5" ball. Boys 6th Exception: Unless both 6th grade teams want to use the 29.5" ball.
 - g. 5-minute half time and 5 minute pre-game warm-up (may be altered by site supervisor if needed).
 - h. Game time is forfeit time. If a team is running late for any reason the team who is present can decide if they want to take the win by forfeit, or play the remaining time left on the clock.
 - i. The home team will be the first team listed (or the top team on the bracket) and will wear the lighter color jersey. Jerseys only need a number on the back and there are no number restrictions.
 - j. No locker rooms, balls, or trainers will be provided by HDN, schools, or facilities.
 - k. Referee may stop the clock within reason. Intentionally wasting time to shorten the game can be punished by a technical foul. This does not mean a team cannot use a delay offense at any time they choose.
3. **PLAYER ELIGIBILITY & ROSTERS:**
 - a. **Players must be listed on the original roster**, which is the first roster of the day. Coaches should always list all players who have a possibility of playing upon the start of the first game. If they are not listed on the original roster, they are not eligible.
 - b. **Players cannot play on more than 1 team within a division.**

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- c. **Players must be in the correct age group.** They may play up, but no player is allowed to play in a younger age group without prior discussion with HDN, and approval based on special circumstances (skipping a grade, being born overseas, size, skill, etc.)
 - d. **Players must be at the right skill level.** We reserve the right to move teams up to the next age group or skill level due to size of players, skill of players, win/loss record, etc. Moving highly skilled players down or altering previously discussed rosters in an effort to ensure wins, is contrary to our philosophy as an organization and any team who behaves in this manner may be asked to no longer participate in HDN events.
 - e. **Roster Check Documents:** All coaches should have copies of proof of grade for all players (school ID/Report Card) that includes player name, grade, school year, & photo. HDN reserves the right to make exceptions in unusual situations.
4. **TIE BREAKERS: Ties are broken in the following order until a winner is determined.**
 - a. **Record:** Whoever has the best overall record.
 - b. **Head-to-Head for a 2 Team Tie:** If 2 teams are tied by record, whoever beat who wins the tie-breaker. However, if more than 2 teams are tied by record, the next tie-breaker applies.
 - c. **Head-to-Head Point Differential:** Total point differential is calculated for ONLY THE GAMES WHERE THE THREE TEAMS TIED PLAYED EACH OTHER. If there is a 4th team in the division but not included in the tie, the scores for those games are eliminated. There is a max of 15 points awarded for point spread.
 - d. **Head-to-Head Defensive Points Allowed:** If all three teams, or even just two teams, are still tied, defensive points allowed are calculated by adding up the points that other teams scored for ALL games played. Whichever team has the least amount of defensive points allowed wins the tie-breaker. There is no cap on defensive points allowed.
 - e. **Head-to-Head Offensive Points Scored:** If all three teams, or even just two teams, are still tied, offensive points scored are calculated by adding up the total points that each team scored for ALL games played. Whichever team scored the most total points wins the tie-breaker. There is no cap on offensive points scored.
5. **Accountability Process for Coaches, Players, and Spectators:** Inappropriate behavior will not be tolerated. A referee or director may remove players, coaches, or spectators from the game or tournament for inappropriate behavior.
 - a. Each tournament site will have a supervisor. Please direct all questions, comments, or concerns to this individual.
 - b. Parents who are ejected from a game are required to take their child with them. If they do not do so in a timely manner, the team will forfeit their games.
 - c. Any fighting or threats of violence will result in TOURNAMENT ejections & indefinitely suspensions for anyone involved.
 - d. Anyone who is ejected from a game for non-violent offenses will be required to sit out the next game of the tournament, or the following tournament, depending on timing and severity of behavior.